Desolation of Agaris

A Horus Heresy Narrative Event

November 4, 2017 10:30 am

Forbes Hobbies, 1600 Industrial Rd. Unit 6, Cambridge, Ontario N3H 4W6

Hosted by: Jeremy Cada (Forbes Hobbies) and Ryan Dilgart

Additional Support Provided by:
Matt Schrieber (Player Pack)
Ollie Lau (Narrative)

Event Overview

This event is strongly focused on building a fun narrative. We encourage players to be bring more narratively driven lists. This event is not a tournament and there is no award for Best General. To that end this event will not feature any Lords of War choices or Primarchs or any Relics and will be restricted to using the Age of Darkness force organization chart and armies should be at a limit of 2750 points.

Please email a readable copy of your army list to horusheresykw@gmail.com no later than Monday Oct. 30th 2017.
Note: List will be given a quick review for correctness only. However, in the event that a player submits a list that we all feel will hamper other players enjoyment we may privately message you about it. We strongly wish to avoid this scenario however.

The event will run for 3 rounds, each round running for approximately 2.5 hours.
After the first round of combat we will be breaking for lunch and using this time to vote for painting awards. After the first round we encourage all players to set up their armies and place appropriate labels. After the final round of combat the event will conclude with an awards ceremony followed by door prizes.
Following the event, everyone is invited to join us for dinner at a restaurant TBD.

Event Essentials

Entry fee - $20
4 Hard copies of your army list. (2750 pts)
Easily accessible rules for any units you are using
Dice, tape measure, templates.
Pen/pencil
Also please ensure that you have read the entire player pack prior to the event.

Event Schedule

10:30 - 11:00	Check In
11:00 - 1:30	Round 1
1:30 - 1:45	Setup of army, painting award nominations
1:45 - 2:30	Lunch and voting
2:30 - 5:00	Round 2
5:15 - 7:45	Round 3, voting for favourite opponent
7:45 - 8:00	Tally of votes, setup of prize table
8:00 - 8:30	Prizes

Event Awards

All of the awards will be peer-voted!

Sportsmanship

<u>Favorite Opponent – Loyalists</u>
    Players will vote based on sportsmanship, enthusiasm, attitude

<u>Favorite Opponent – Traitors</u>
    Players will vote based on sportsmanship, enthusiasm, attitude

Hobby

<u>Best Presented – Loyalist</u>
    Players will vote for best overall force, in terms of theme, painting, modelling.

<u>Best Presented – Traitor</u>
    Players will vote for best overall force, in terms of theme, painting, modelling.

<u>Best Warlord</u>
    Best Presented Warlord model, in terms of theme, painting, modelling.

Event Narrative

Agaris, the planet with no surprises. Can you see it? Spinning, glittering, in the vast expanse? I doubt you can. It is hardly noteworthy; the neglected middle child of the five planets orbiting the star of Meleo. Despite its less than grand status, Agaris was a keystone world for Meleo's Imperial presence. Its vast fields of grox fed the billions that toiled in soaring hive-towers and worked in the broiling heat-wash of factories across the Ultima Segmentum, while its mountains and forests played host to an incredibly diverse ecosystem of passive wildlife - ideal for the Mechanicum and their strange, secretive studies. Destroy Agaris, and one could commit several systems and dozens of planets to slow damnation, including the Mechanicum forgeworld of Thraxus; a mighty bastion of knowledge. Though valuable in its own right, the Meleo system has further value to any commander worth the men he leads. Serving as a major trade hub on the outskirts of the Ultima Segmentum, control of Meleo allows for a stranglehold on most, stable warp routes and material trade from Ultramar to many other systems. He who controls Meleo holds the fate of billions in his hands, and with one stroke, the entire trade network of Ultramar's fringes could suffer a severe blow to its infrastructure.

Controlling the system of Meleo is no easy task, for the Mechanicum's presence rivals the authority of the system's administration tenfold. Vast orbital arrays, macrocannon batteries, and a dedicated fleet of ships stand for Forgeworld Thraxus, along with a battle maniple of the Legio Nagina and divisions of Skitarii and Imperial Army. Threading its way over, under, and throughout the mountainous terrain of Thraxus, the forgeworld's facilities produce power armor, bolters, ammunition, and armored vehicles for the Legiones Astartes Ultramarines. Damocles Command Rhinos, power gladii, and limited amounts of Praetor-pattern armor are just some of the wonders artificed within the depths of the forge - many more projects kept under heavy guard and restricted beyond all but the Archmagos himself. Thraxus and its mighty legions of augmented soldiers serve as the protectorate of Meleo, the first and last line of defence against any of the Emperor's enemies.

Of course, not every enemy comes from the stars.

At the very dawn of the heresy, when the galaxy remained oblivious to the terrible slaughter, Agaris fell silent. Even as the Thirteenth Legion's resupply ships came and went with their tithes of material goods, Agaris did not speak a word. It was after five months, and two missed food shipments, that Meleo's system administrators demanded answers. Naval forces flew reconnaissance drones through Agaris, linked to ships in orbit. Empty and utterly abandoned shipping facilities were the first to be scouted. Crates of rotting grox meat stood half loaded into dusted freighters. Machines stood abandoned, some still continuing to function in automation long after their operators had gone. The truth of the matter was this; Agaris and its people were duly ignored in most matters, included in sector-decisions only through outdated tradition - what time did a vaunted planetary governor on the fringes of Guilliman's great empire have for a lowly grox-farmer? If the system administrators could admit it, the displeasure of the High Lords of Terra was the only reason they had bothered to

investigate Agaris, such was their disdain for the rural world. A necessary burden, to keep Meleo's high exports rising.

How very grave that mistake was.

The first citizen of Agaris found was a sun-bleached skeleton of a hab worker, his hands extended towards the handle of a door. The second, third, and fourth were playing cards, though some of them still wore tattered rags that resembled uniforms. Drones across the world reported the same - millions of skeletons, frozen in time. It was as if they had simply stopped what they were doing at the time and just...died. Some of the more preserved corpses were even smiling. Naval officers began to call it "The City of Bones". Whispers began; it was a curse, or the people of Agaris had succumbed to some xenos-disease imported from the traders that frequented the spaceports. The planetary governor's dataslate, still clutched in his rotting hands, told a different story.

Discontent with their overlords on the other worlds, the Mechanicum on Agaris began looking for ways to improve their standing within the Meleo system. They had tested formulas to improve grox yield, tampered with genetics to create better workers, and had tried to create another source of fuel that would be as efficient as a newborn star. They failed in all aspects, and they had nothing to show but disastrous results. Something, however, did succeed. In a detailed log made by a tech-adept and his servitors, an unusual flare of radiation had drawn the research division to a cave deep within the equatorial mountain range, to a shimmering amethyst that defied all expectations. It proved to be "a most peculiar power source", as remarked by the adept, outputting massive amounts of raw electricity when stimulated. The tech-adept studied it further, bringing in his superiors and the entire Mechanicum division of Agaris. The crystal went through further tests under the Mechanicum's questing fingers inside Parasideo, the capital of Agaris. And then, last flicker of a dying flame, the world went silent. Nothing more about the mysterious amethyst could be collected, despite the best efforts of the surveyors from above. Forgeworld Thraxus, after careful deliberation, sent a strike team to investigate further. They were never heard from again, though this would be forgotten as the fires of the Horus Heresy enveloped the Meleo system. And with the blaring outbreak of war in the Calth system, the strange amethyst and its coterie of skeletal citizens on Agaris vanished to the sands of time.

The Warmaster is privy to many secrets of the warp, and the unborn daemons swirling around him are testament to that fact. They cling to his armor like parasites, dissipating like smoke as soon as he brushes them off, but they are always there, whispering their vile temptations with forked tongues. They chitter of an amethyst crystal, buried in a city of bones; its power unrivalled, its ability to channel the Ruinstorm that now spreads its way across the Ultima Segmentum. Within the Vengeful Spirit, on the other side of the galaxy, Horus opens his eyes. He will send what forces are already in the area - the Word Bearers, the Iron Warriors, the Alpha Legion, and more, to secure this valuable conduit. Guilliman, struggling to cope with the burning of the Five Hundred Worlds, sends his legion to defend the fledgling frontier. More loyalist legions, whether by intention or by design, have also set their eyes on Agaris. Agaris, and by extension, Forgeworld Thraxus, must not fall.

Let the galaxy burn.

The Quiescent Planet – Mission 1

Each side attempts to break the enemy before the conflict can escalate any further in the City of Bones, though the mysteries of this dead planet are beginning to reveal themselves.

Setup

Determine Warlord Traits and Psychic Powers. A single objective marker should be placed as close to the centre of the table as possible. Each player then takes turn placing two objective markers each elsewhere on the table, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

Deployment

Players should roll off to determine deployment zones, and separately roll off to determine which player will deploy first. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone.

First Turn

The player who deployed first also has the first turn, unless their opponent can Steal the Initiative

Game Length

This mission lasts for six turns.

Victory Conditions

At the end of the game the player with the most Victory points has won. If both players have the same number of Victory Points the game is a draw. The winning player subtracts the losing player's total Victory Points from their total Victory Points and reports the difference to the Tallyman.

Primary Objectives

Onslaught Attack: Any enemy unit destroyed in the first game turn is worth 1 Victory Point

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra D3 Victory Points.

Secondary Objectives

War of Lies: At the end of the game, roll a D6 on the following table to determine the worth – if any- of each objective controller by the player at the end of the game. Roll once for each objective.

D6	Result
1	No Victory Points
2-3	1 Victory Point
4	2 Victory Points
5	3 Victory Points
6	Minus D3 Victory Points

Mission Special Rules

Reserves, Night Fighting

The City that Quakes – Mission 2

Traitor Winning
Having discovered the true intentions of the traitor forces on Agaris, the loyalists assault the city center. The forces of the Warmaster have dug in and are prepared to stop them by any means.
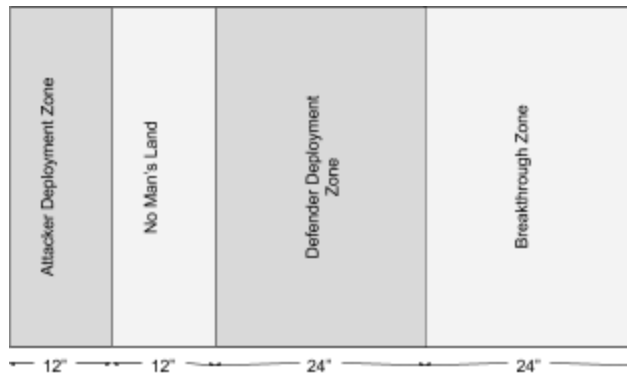
Loyalist Winning
Having discovered the true intentions of the traitor forces on Agaris, the loyalists move into the city center. The traitors must not breach their blockade.

Setup
Determine Warlord Traits and Psychic Powers. Determine which force has more **Event Points** at the start of Mission 2; this side will be the Defenders in this mission.

Deployment

The Attacking player nominates a short table edge to be the edge of his deployment zone. The battlefield is then divided as shown on the deployment map. The Defending player deploys his army in the Defender's deployment zone, and then the Attacking deploys his army in the Attacker's deployment zone.

First Turn
The Attacking player automatically has the first turn unless the Defending player Seizes the Initiative.

Game Length
The game lasts for seven turns.

Victory Conditions
At the end of the game the player with the most Victory points has won. If both players have the same number of Victory Points the game is a draw. The winning player subtracts the losing player's total Victory Points from their total Victory Points and reports the difference to the Tallyman.

Primary Objectives
Vengeance and Hate: At the end of the game each player receives 1 Victory point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game and units that are not on the board at the end of the game count as having been destroyed. Independent Characters and Dedicated Transports are worth 1 Victory point if destroyed.

Secondary Objectives
Shatter the Line (Attacker): The Attacking player earns 1 Victory Point for every Attacking scoring unit that has one or more models in the Breakthrough Zone at the end of the game. Vehicles that are immobilised do not contribute any Victory points.

Cage of Iron (Defender): The Defender earns 1 Victory point for every Attacker unit that has one or more models in No Man's Land, or in the Attacker's deployment zone, at the end of the game.

Mission Special Rules
Reserves: Attacker reserves may move on to the table from any of the table edges in their deployment zone. Defender reserves may move on from any part of the table edge in the Defender's Deployment Zone or Breakthrough Zone.

Outflank: When rolling for which table edge a unit with Outflank will arrive on, both players should roll for the long table edges, however, neither player's units can arrive on a table edge that is in the Breakthrough Zone.

The Death of a World – Mission 3

Traitor Winning
The once silent planet of Agaris has awoken, and the Ruinstorm grows. The traitor force's mission is nigh complete and the planet is responding in kind. The loyalist forces realize there is no escaping this doomed planet, but the loss of their lives is nothing compared to what the forces of the Warmaster will gain if the traitors succeed.

Loyalist Winning
The forces of the Warmaster have failed in their mission, and that failure will not go unpunished. With the traitor fleet preparing to open fire on Agaris, with or without their men, the loyalists take possession of a starport in a desperate attempt to get offworld. Only execution awaits the traitor forces. Their only desire to tear bloody chunks from the loyalist forces and ensure all are annihilated in orbital bombardment.

Setup
Determine Warlord Traits and Psychic Powers.
Determine which force has more **Event Points** at the start of Mission 3, this side will be the Defenders in this mission.
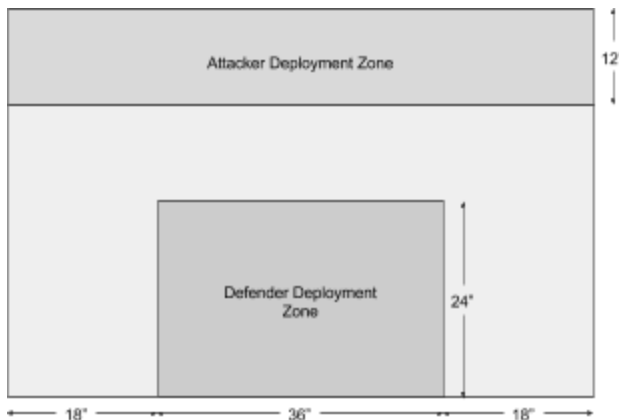
Deployment

Players should roll off to determine deployment zones, and separately roll off to determine which player will deploy first. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative.

Game Length
The game finishes at the end of the turn indicated by the **This is the Way the World Ends** special rule.

Victory Conditions
At the end of the game the player with the most Victory points has won. If both players have the same number of Victory Points the game is a draw. The winning player subtracts the losing player's total Victory Points from their total Victory Points and reports the difference to the Tallyman.

Primary Objectives
Death Toll (both sides): Each side gains 1 Victory point for each enemy unit they destroy in the final turn or which is Falling Back at the end of the game.

Secondary Objectives
Attrition (Attacker only): If at the end of the game the Attacker has destroyed more units than the Defender has they earn an additional Victory point.

Slay the Warlord (Attacker only): If the Attacker destroys the Defender's Warlord, that Attacker earns an additional Victory point.

Last Man Standing (Defender only): If the Defender has more surviving units than the Attacker at the end of the game, that Defender earns an additional Victory Point.

Hold the Line (Defender only): If the Defender's deployment zone contains more scoring units belonging to the Defender's army than scoring units belonging to the Attack's army at the end of the game, the Defender earns an additional Victory Point.

Mission Special Rules
Reserves, This is the Way the World Ends, Meatgrinder, A World Torn Asunder

This is the Way the World Ends: At the beginning of Game Turn 4 and every Game Turn thereafter, roll a D6 and add the turn number to the result. If the total is 10 or more, the death of the planet is imminent and the game will finish at the end of that Game Turn.

Meatgrinder: Troops units that are entirely wiped out or that have fallen back off the table are placed in Ongoing Reserves and may re-enter using the Outflank special rule at full strength. Any Troops units that return via this rule do so without any Dedicated Transports.

A World Torn Asunder: In every turn after the first each player should roll a D6 at the beginning of the turn. Add the scores together and apply the results to that turn only from the appropriate chart.

    -Loyalist Attackers: If the Loyalists are in the Defender position it means that the Traitor have failed in their mission, and the orbital bombardment has already begun. Consult the Catastrophic Damage Table and add 1 to your combined score if any ordnance weapons was used in the proceeding turn.

    -Traitor Attackers: If the Traitors are in the Defender position it means that the traitors have nearly completed their mission, and warp energies around the planet have reached apocalyptic proportions. Consult the Shattered Reality table and add 1 to your combined score if any psychic powers were successfully cast (denied or not) in the proceeding turn.

Catastrophic Damage Table

Result	Effect
2-5	Stable: No effect.
6-7	The players roll off, and the winner may place a single Large Blast (5") template anywhere on the table to represent a sudden deadfall. Roll for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Strength 5 AP 4 hit. Units with an Armour value are struck on their rear armour.
8-9	For this turn only all models have their Ballistic skill and Initiative reduced by -1 (to a minimum of 1).
10	All clear terrain counts as difficult terrain, difficult terrain counts as dangerous terrain.
11	All clear terrain counts as dangerous terrain. In addition any models that would currently be claiming a cover save due to any piece of terrain immediately takes a hit that wounds on a D6 result equivalent to the respective cover save. (i.e. Ruins providing a 4+ cover save would would models on a 4+)
I2+	Every non-vehicle model must pass a Strength test or suffer a wound with no saves of any kind allowed. Vehicles take an automatic Penetrating hit. If a 12+ is rolled again, treat this as having no effect.

Shattered Reality Table

Result	Effect
2-5	Stable: No effect.
6-7	All units with a leadership value must immediately make a Fear check unless they contain a Psyker or an Independent Character
8-9	All psykers must roll on the Perils of the Warp table if two or more Warp Charge points are generated on a 5+
10	All clear terrain counts as difficult terrain, difficult terrain counts as dangerous terrain.
11	All non-vehicle units must immediately take a leadership check at -1 ld and suffer a number of automatic wounds equal to whatever value the leadership test was failed by. In addition, if the unit is a psyker or contains a model that is a psyker, roll 3D6 for the leadership check.
I2+	Each player's opponent must nominate one of the player's units which is eligible to be chosen as a target of a shooting attack (i.e. On the table and not embarked on a transport). This unit takes D6 Str 8 AP 2 automatic hits. If a 12+ is rolled again, treat this as having no effect.

Awards

Favorite Opponent

Use this section to keep track of you opponents for the purposes of voting for your favorite.

Mission 1:	
Mission 2:	
Mission 3:	

Best Presented Army/Warlord

If you wish to be considered for a painting award, please cut out these labels and fold them next to your army/warlord.

fold	fold
Name: **Army:** **Faction:** **Comments:**	**Name:** **Army:** **Faction:** **Comments:**